

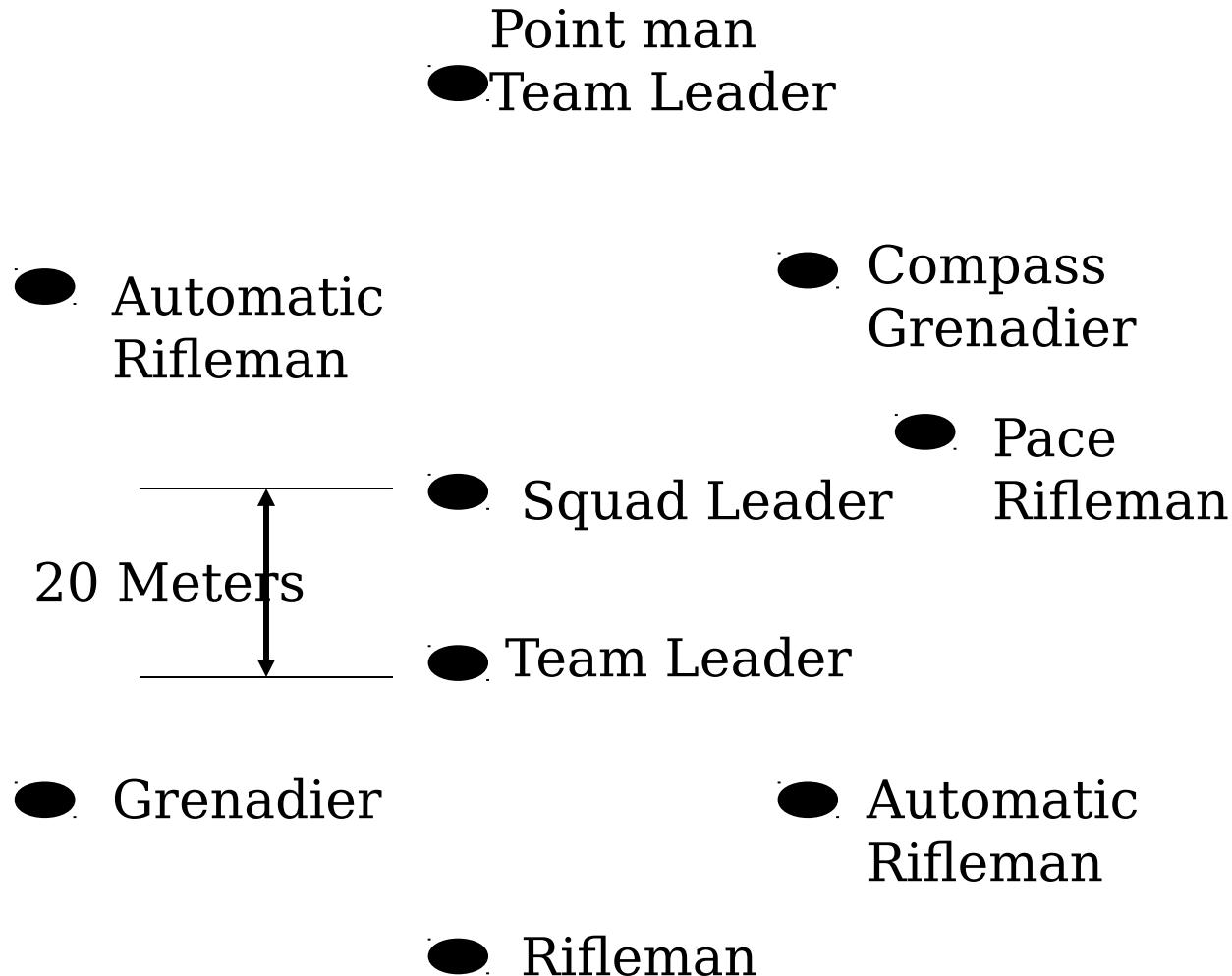
# Step 1, Know Where You Are

- **Your directional orientation.**
- **The direction and distances to your objective.**
- **Other landmarks and features.**
- **Any impassable terrain, the enemy, and danger areas.**
- **Both advantages and disadvantages presented by the terrain between you and your objective.**

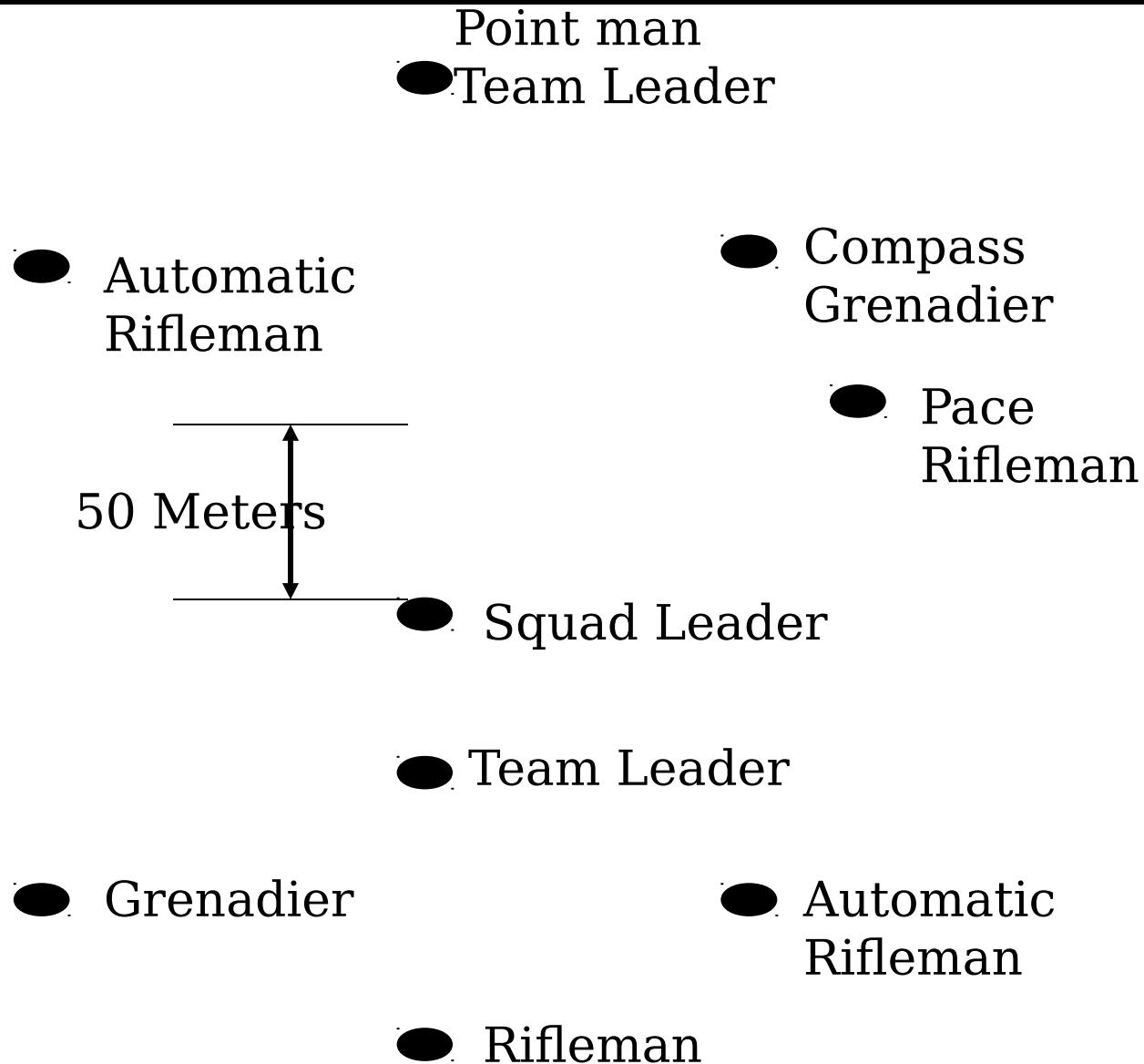
## **STEP 2, Plan the Route**

<ul style="list-style-type: none"><li>• Travel time.</li><li>• Travel distance.</li><li>• Maneuver room needed.</li><li>• Traficability.</li><li>• Load-bearing capacities of the soil.</li><li>• Energy expenditure of soldiers.</li></ul>	<ul style="list-style-type: none"><li>• Factors of METT-T.</li><li>• Tactical aspect of terrain (OCOKA).</li><li>• Ease of logistical support.</li><li>• Potential for surprising the enemy.</li><li>• Availability of control and coordination features.</li><li>• Availability of good checkpoints and steering marks.</li></ul>
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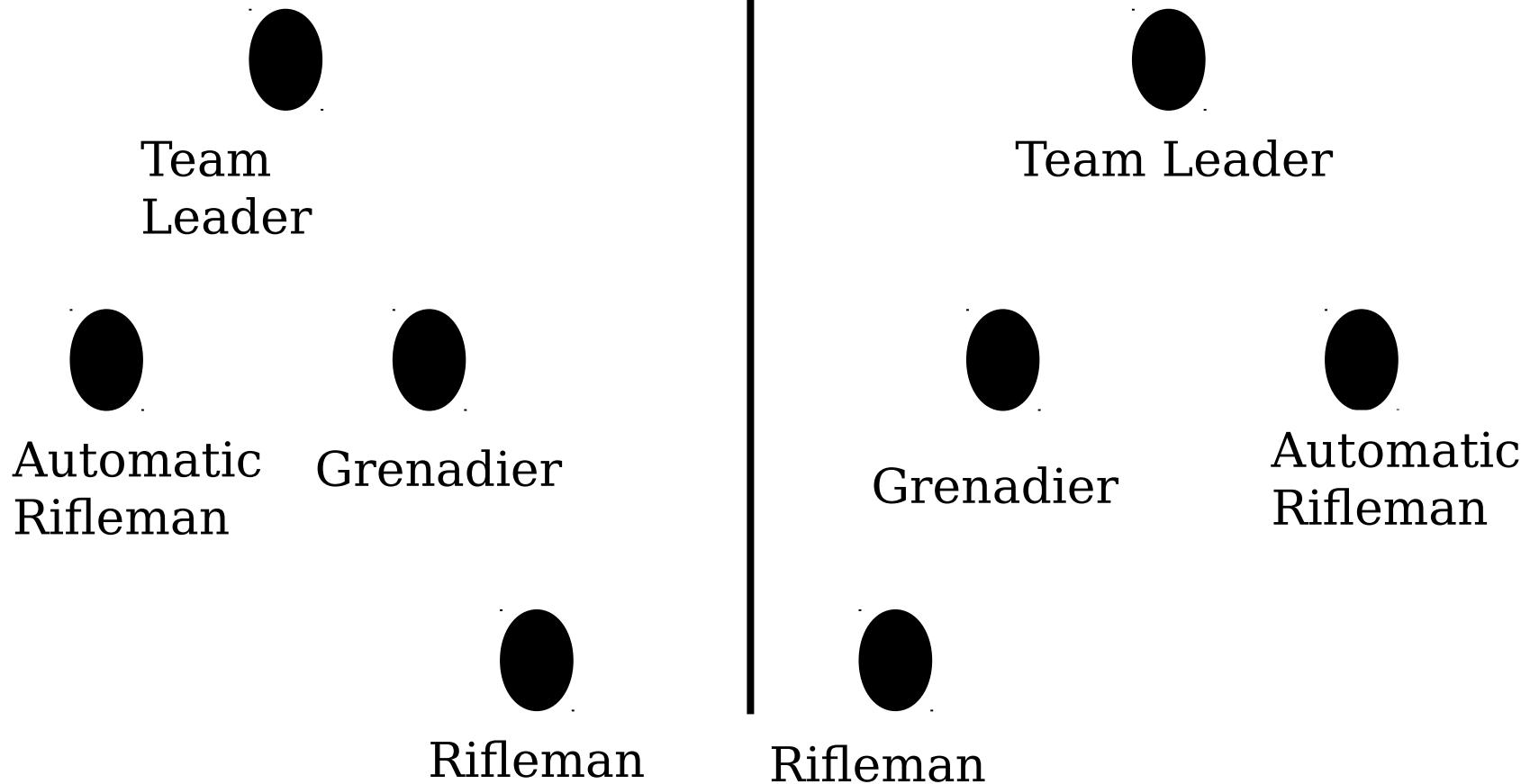
# Squad Traveling



# Squad Traveling Overwatch



# Fire Team Wedge



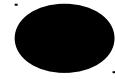
# Fire Team File



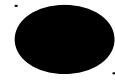
Team Leader



Automatic  
Rifleman



Grenadier



Rifleman

# Squad Column With Fire Teams in Column

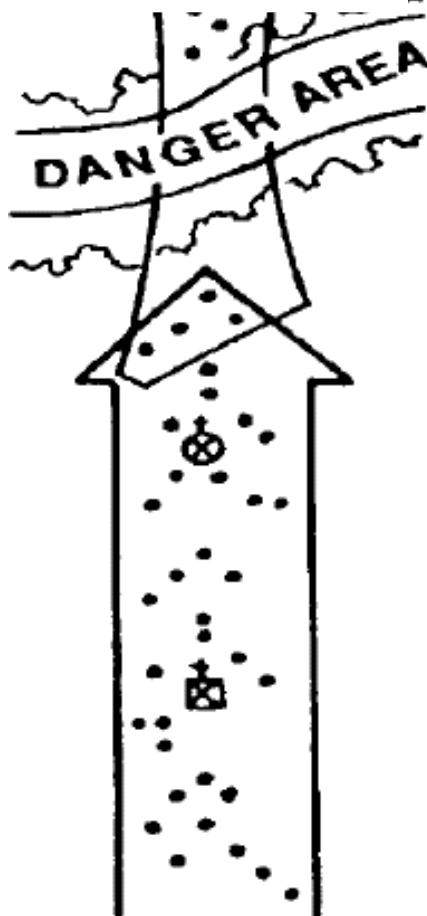
- Point man
- Team Leader
- Automatic Rifleman
- Compass Grenadier
- Pace Rifleman
- Squad Leader
- Team Leader
- Grenadier
- Automatic Rifleman
- Rifleman

# Squad File

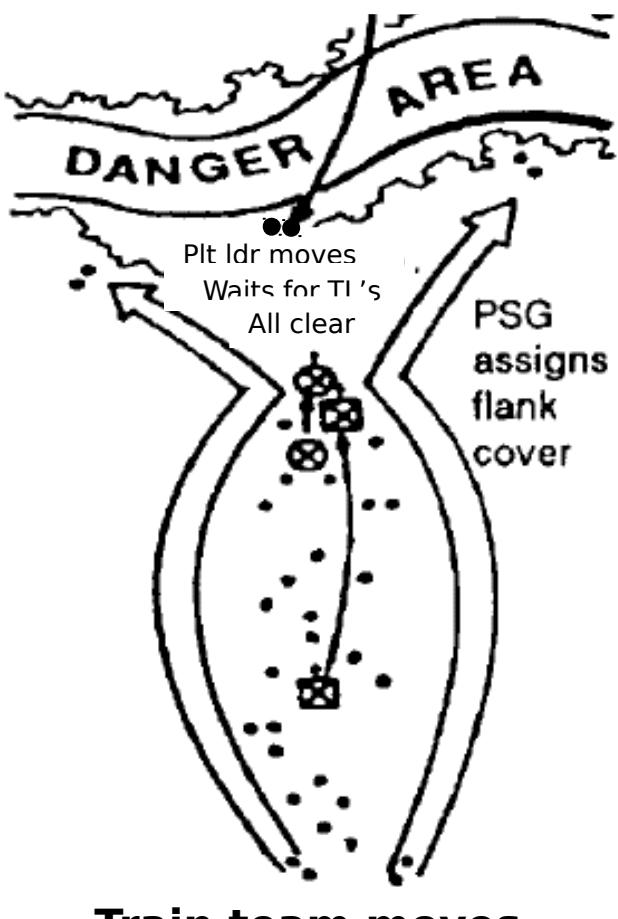
- Point man  
Team Leader
- Squad Leader  
(Optional)
- Grenadier
- Automatic Rifleman
- Rifleman
- Squad Leader (Normal)
- Team Leader
- Grenadier
- Automatic Rifle
- Team Leader (Optional)
- Rifleman

# Crossing a Danger Area

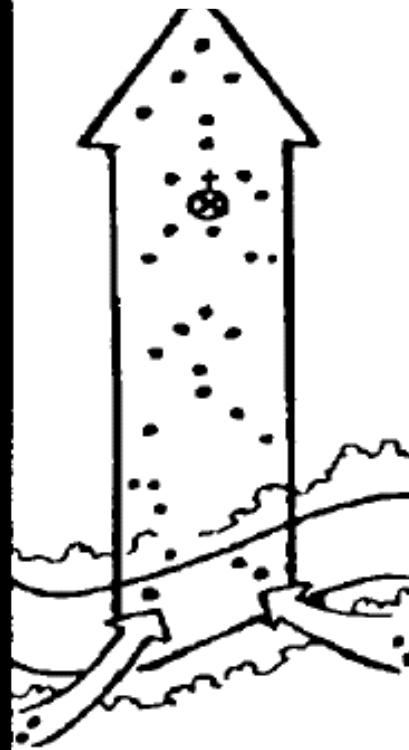
Lead team crosses  
Danger area  
and  
Clears for the  
Plt



Grenadier and rifleman  
remain on far side  
  
Team leader and auto  
rifleman return to signal PLT  
when all clear.



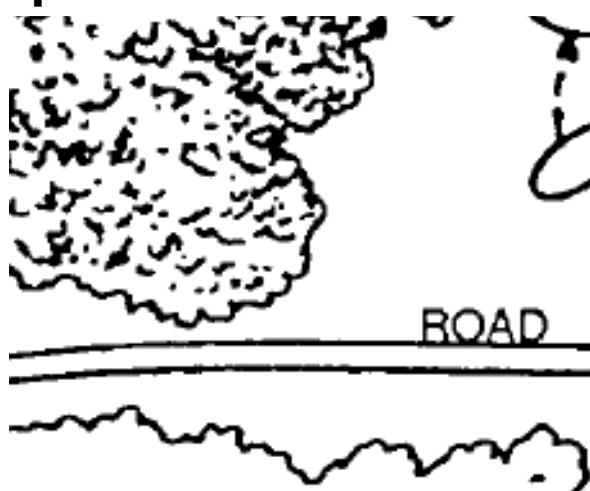
Lead team continues  
to lead platoon after  
clearing danger area



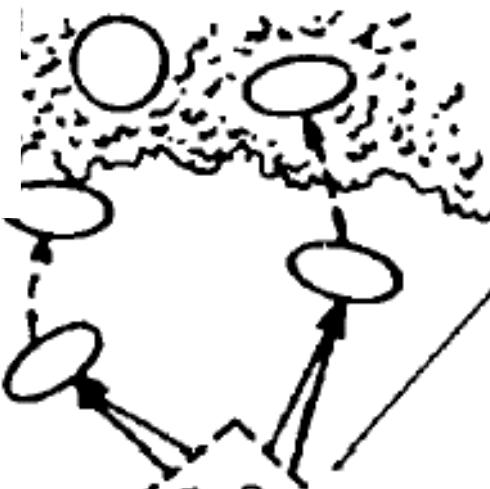
Trail team  
returns to  
position

# Crossing Large Open Areas

Squad bounds by fire teams into wood line and clears an area enough for the entire squad.



## FAR-SIDE RALLY POINT



Begin bounding overwatch within effective small-arms range of the far side (about 250 meters).

LARG  
E  
OPEN  
AREA



The road is a danger area inside a danger area and should be passed over by using the traveling overwatch formation and should not be cleared as a separate linear danger area.

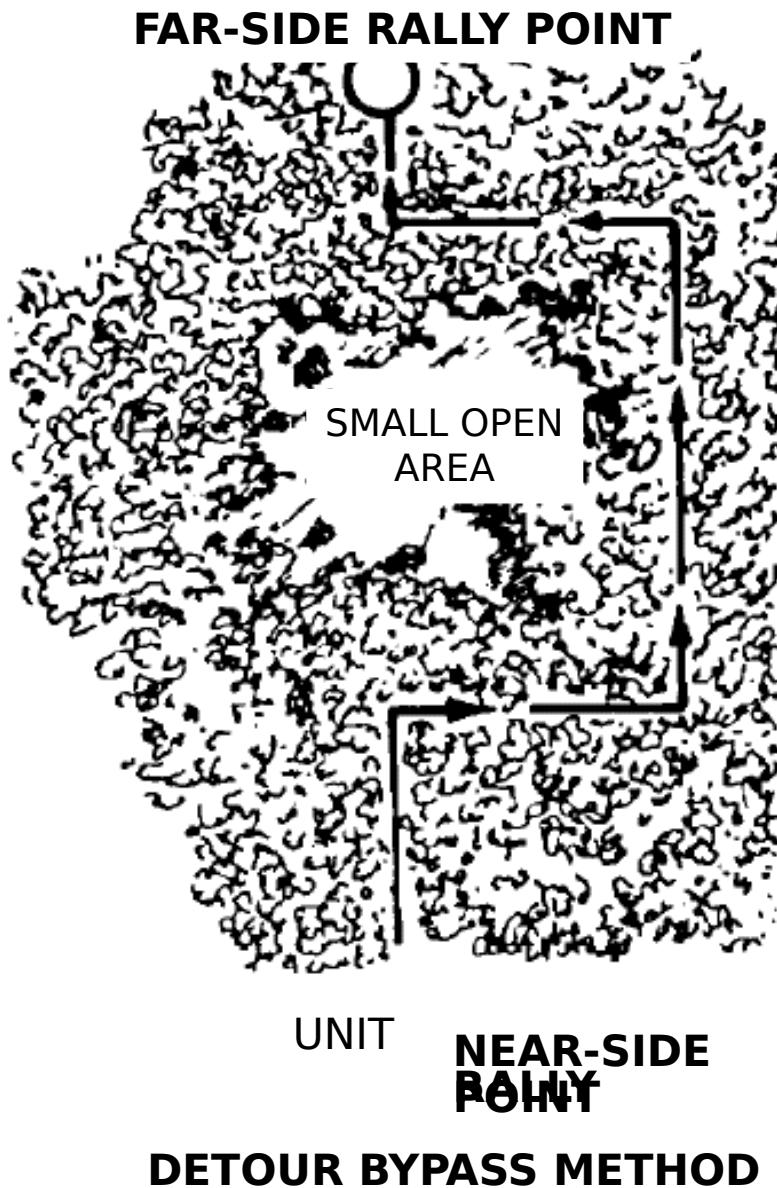
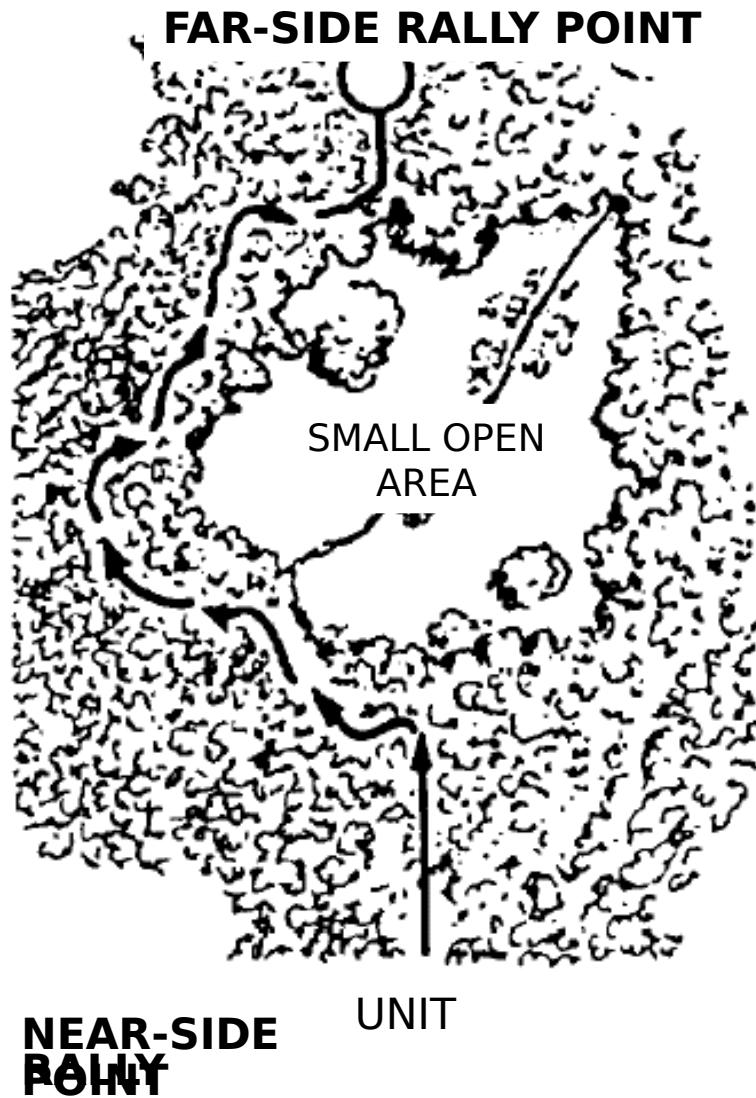
SQUAD



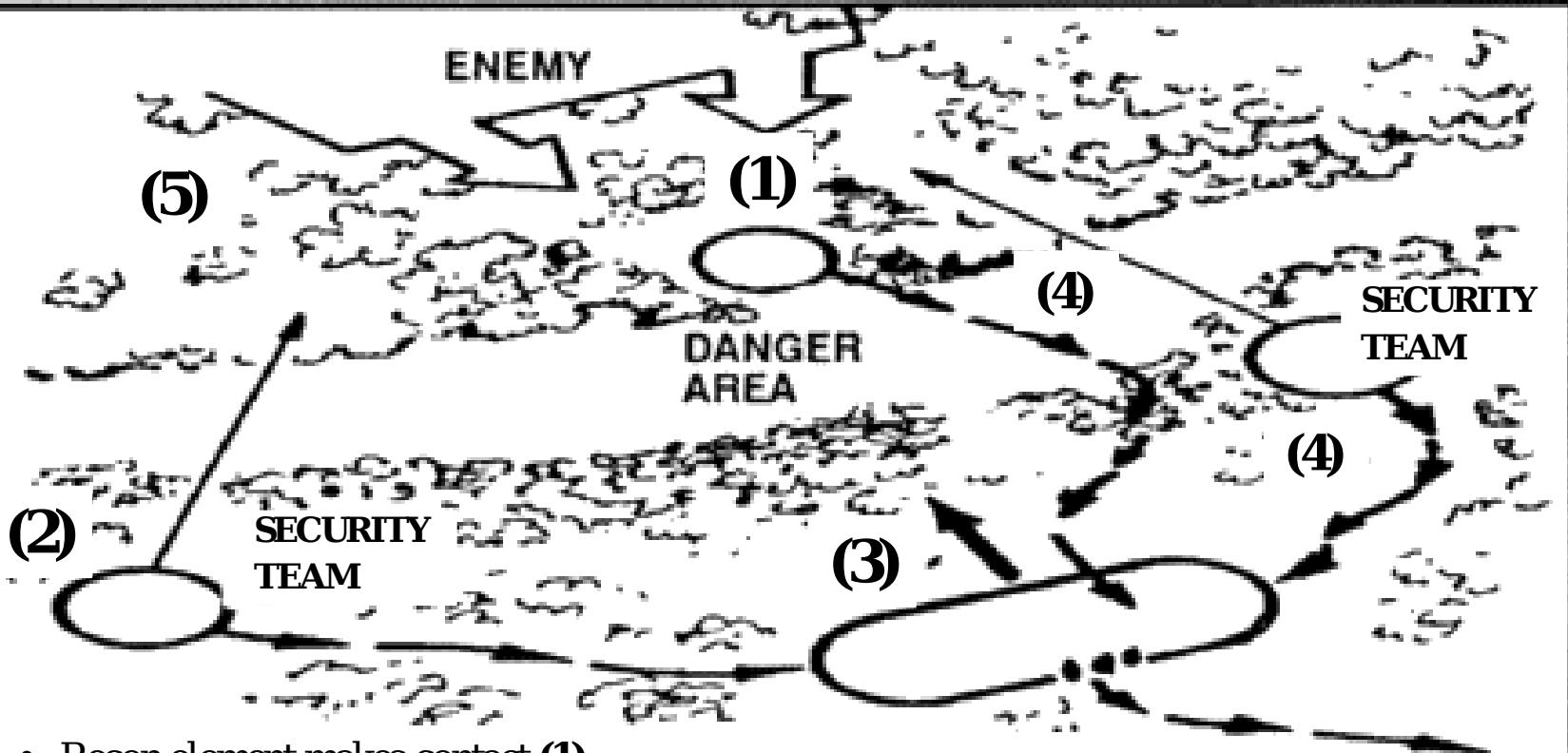
NEAR-SIDE RALLY  
POINT

Increase distance between teams and individuals

# Crossing Small Open Areas



# Contact on the Far Side



- Recon element makes contact (1)
- Flank security fires on enemy (2)
- Main body takes overwatch position and fires on enemy (3)
- Security and recon return to main body (4)
- Smoke and indirect fires used to break contact (5)
- The platoon moves to different place to cross danger area (6)

# Contact on the Road or Trail

